Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Sun, 03 Mar 2002 22:59:00 GMT
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When you are taking part in a Rush, don't run away when you start to get hit.I've been in numerous "Rushes" where over half the people pull out the moment their vehicle gets hit, and they always fail.We could have 3 times what is needed for a successful rush, but if everyone runs away when the tower starts to hit your vehicle, the Rush doesn't work.When you do destroy the Tower, don't run away for repairs.Keep going until the vehicle and you are destroyed. If you all keep working on one building at a time, you can all work together and destroy at least one more building until you are killed.Running back to your base with your life half full after you destroy the Tower does not help those who stay and fight.When in a Rush, do not run away when you start to take damage.When you destroy the Tower, do not run away back to your base for repairs. Instead attack the same building that the leader is attacking and attack it until you die.[March 03, 2002: Message edited by: eg]

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Sun, 03 Mar 2002 23:41:00 GMT
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yes... cause the point of a rush is to destroy... not attack run repair and attack again... and they should know that if you are doing a flame rush and take the tower and another building down or almost down... youll have enough money to buy 2 or more tanks... sheesh...

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Mon, 04 Mar 2002 03:16:00 GMT
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Thats why i always take point

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Mon, 04 Mar 2002 07:59:00 GMT
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About rushing obelisks.. You can rush an obelisk with a GDI medium tank easily... The medium tank has enough speed and armor to absorb 2 hits from an obelisk and deliver you within running distance from the base of the obvelisk before it can get in a third to fry you. Then just deploy that Ion Cannon and BOOM !!

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Mon, 04 Mar 2002 11:41:00 GMT
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I just came from a game, 3 Mammoths and 1 Medium Tank.There is one Obelisk, and one Stealth Tank, and a few infantry.I tell them to rush because there is only two minutes left in the game and we are only 400 points behind.I rush, everyone else starts to rush, then falls back when they see the stealth tank or get hit.With 3 Mammoths and 1 Med tank we could have won the game, but everyone was afraid to get their PAINT SCRATCHED!!

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Mon, 04 Mar 2002 11:48:00 GMT
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People don't understand what a rush IS.Rush: Get a bunch of vehicles together. Head for the enemy's base, get as close to the defense tower and KEEP shooting and attacking until the tower is dead or you are. When you rush, you do NOT have the option to retreat, stop, or divert yourself. You do NOT shoot at soldiers, other tanks, or ANYTHING but the building you're attacking.Last night, 2 of us attacked the NOD base with mammoth tanks. I'm nailing the hand of Nod with missiles, and the other guy is turning around and shooting back at soldiers!! Meanwhile, 3 engies are inside repairing the building, and my health is going down... If the other guy had been pounding the building at the same time I was, we would have destroyed it. But instead, he was shooting everything BUT the building. In the end, it cost us both our tanks and the game.

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Mon, 04 Mar 2002 12:07:00 GMT
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I had a same experience...When I told my team to rush the AGT with 4 flame tanks, nobody followed me into the GDI base because they saw a single mammoth coming out of Weapons factory. Now, I don't rush with vehicles unless the people I know who's playing very well like "darkviruz" rushes with me. When Im not on offense,I just keep sniping the poor engineers running like headless chickens behind tanks until AGT is destroyed.

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Mon, 04 Mar 2002 12:39:00 GMT
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FLAME TANK OWNZ MAMMY!!!!!!

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Mon, 04 Mar 2002 14:51:00 GMT
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Haha imagine if you were playing a multiplayer game in the original c&c, and planning a rush on your opponent... Then when you rush , everytime something gets hit, you retreat it... Now that

wouldn't be to effective. Cheers

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Mon, 04 Mar 2002 19:03:00 GMT
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sad thing is in the original RTS, people did play like this

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Mon, 04 Mar 2002 23:00:00 GMT
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i just dont understand how people can be so DUMB. i start shouting at them in the game "dont you want to WIN??!?!?!" and nobody ever answers...

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Mon, 04 Mar 2002 23:17:00 GMT
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roflmao.. I get incredibly frustrated that way too. 5 minutes to go, 1k points behind, and we have a bunch of tanks running all over the place effectively doing nothing. Would it be so hard to rush? Do these people WANT to lose ladder points? *shakes his head in disgust*Unless there are at least two other people on my team with a rank under 400 I don't bother staying in the game anymore.Often though, if your teammates aren't being terribly helpful, it is more effective to pull back for repairs instead of rushing in alone and wasting a vehicle + time... but on the other hand, I have on several occasions managed to take out one or more buildings by myself when backup didn't follow.

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Tue, 05 Mar 2002 00:13:00 GMT
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In the city map, I had the same problem.2 Artillery were nailing the Tiberium Refinery.We had the refinery down to one health bar, then suddenly my partner chooses to shoot at Soldiers trying to distract us (soldiers can't do squat).The refinery was being repaired by engineers and they were repairing more than I could damage. This went on for about 30 seconds and my partner is trying to nail individual soldiers running around the GDI base.We could have easily destroyed the refinery had my partner listened to me and kept hitting the facotry instead of toying with the Soldiers.I was eventually destroyed, he ran away, and the GDI refinery was fully restored.We never had that chance again because after that Mammoths came out and destroyed us.[March 04, 2002: Message edited by: eg]

Subject: A little tip for those who run away during a Rush
Posted by Anonymous on Tue, 05 Mar 2002 12:25:00 GMT
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I was in a game a while ago......I was on GDI, NOD rushed in with Stealth tanks....I steal it, then what does everyone do the WHOLE time, shoot ME thinking i was the enemy, THANK GOD most of the engies knew what was up and repaired me. For like 10 to 15 minutes 95\% of my team was trying to kill me cuz they are blind and can not see the GDI logo on the tank i had stolen. NOW that is team work at its best   [March 05, 2002: Message edited by: Viper078]